



# Hapan Nova Battlecruiser

## SPECS

Class: Hvy Combat Vsl  
 In Service: --  
 Point Value: 650  
 Ramming Factor: 150  
 Hyper Cost: 6 Power

## MANEUVERING

Turn Cost: 1x Speed  
 Turn Delay: 1x Speed  
 Accel/Decel Cost: 2 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
 Stb/Port Defense: 15  
 Engine Efficiency: 2/1  
 Extra Power: +0  
 Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Hapan Turbolaser**  
 Class: TurboLaser  
 Mode: Standard  
 Damage: 2d10+6  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+2/+1  
 Interception Rating: -1  
 Rate of Fire: 1 per 4 turns

## Light Ion Cannon

Class: Ion  
 Mode: Standard  
 Damage: 2/+8/d10  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/-1  
 Interception Rating: n/a  
 Rate of Fire: 1 per turn

## Laser Turret

Class: Laser  
 Mode: Standard  
 Damage: 1d10  
 Range Penalty: -2 per hex  
 Fire Control: +2/+3/+4  
 Interception Rating: -1  
 Rate of Fire: 1 per turn

## FORWARD HITS

- 1-3: Retro Thrust
- 4: Light Ion Cannon
- 5-7: Hapan Turbolaser
- 8: Laser Cannon
- 9: Tractor Beam
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

## AFT HITS

- 1-4: Main Thrust
- 5-6: Light Ion Cannon
- 7: Laser Cannon
- 8-9: Hapan Turbolaser
- 10-11: Engine
- 12: Hyperdrive
- 13: Hangar
- 10-18: Aft Struct
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-8: Primary Struct
- 9-10: Hapan Turbolaser
- 11-13: Port/Stb Thrust
- 14-15: Sensors
- 16-17: Shield Generator
- 18-19: Reactor
- 20: C & C

## SENSOR DATA

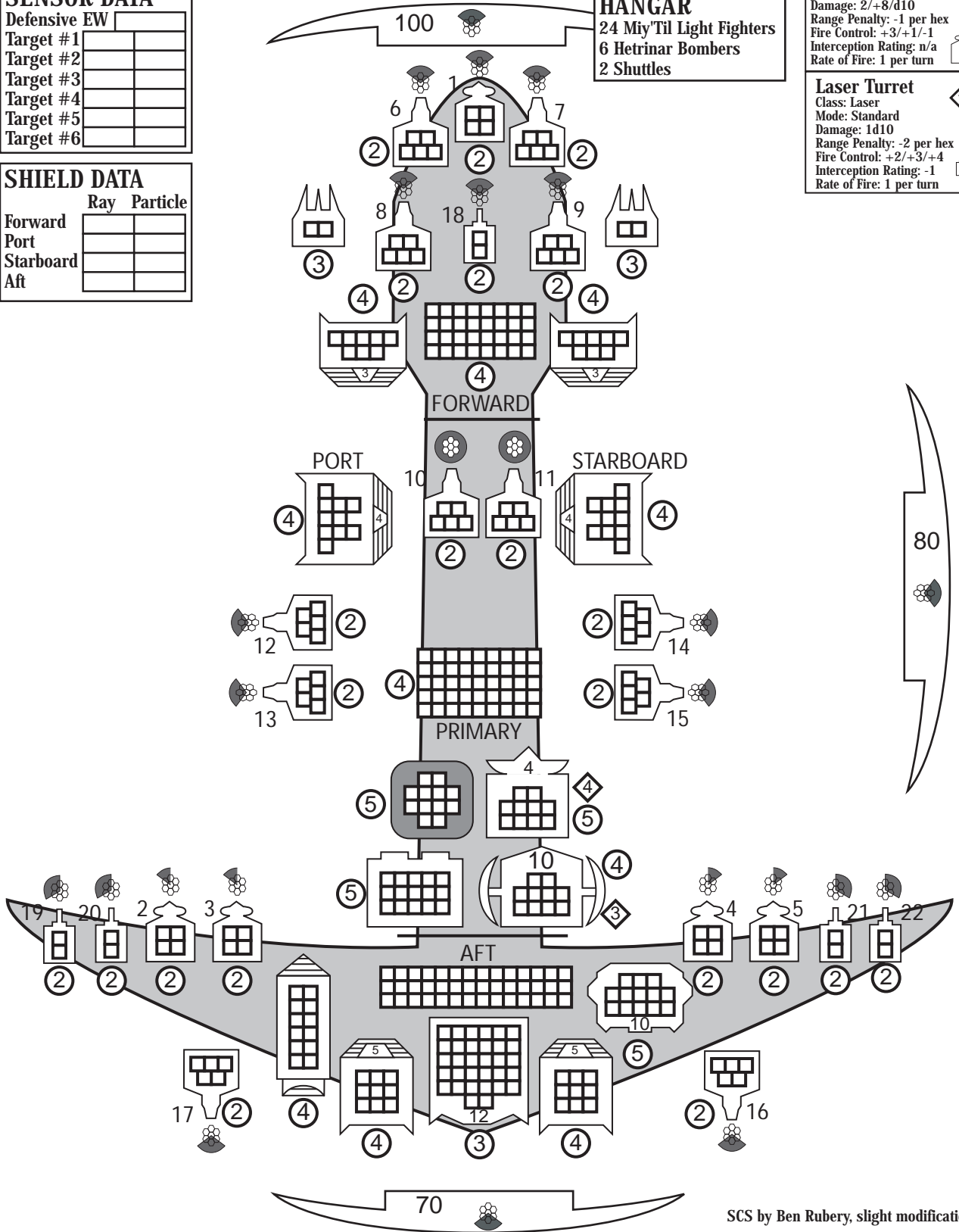
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

## HANGAR

24 Miy'Til Light Fighters  
 6 Hetrinar Bombers  
 2 Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Light Ion Cannon
- Laser Cannon
- Hapan Turbolaser